import java.applet.AudioClip;

import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.io.InputStream;

import javax.swing.JApplet;

import javax.swing.JButton;

import javax.swing.JLabel;

import javax.swing.JPanel;

import sun.audio.AudioStream;

public class Sonido extends JApplet implements ActionListener{

JButton jplay,jstop,jloop;

JPanel jp;

JLabel l;

AudioClip sonido;

InputStream in ;

AudioStream as ;

Image img;

@Override

public void init(){

jplay = new JButton("Play");

jstop = new JButton("Stop");

 jloop = new JButton("Repetir");

img= getImage(getDocumentBase(),"logo.png");

l= new JLabel("Music",2);

jplay.addActionListener(this);

jstop.addActionListener(this);

jloop.addActionListener(this);

jp = new JPanel(new GridLayout(3,1));

jp.add(jplay);

jp.add(jstop);

jp.add(jloop);

Container container = getContentPane();

container.setLayout( new FlowLayout() );

container.add("WEST",jp);

container.add("EAST",l);

container.setSize(400, 600);

sonido();

}

@Override

public void actionPerformed(ActionEvent e) {

String s = e.getActionCommand();

if(s.equals("Play")) {

sonido.play();

}

if(s.equals("Stop")) {

sonido.stop();

}

if(s.equals("Repetir")) {

sonido.loop();

}

}

private void sonido() {

sonido = getAudioClip( getDocumentBase(),"angel.wav" );

}

public void paint(Graphics g)

{

g.drawImage(img, 25, 25, this);

}

}

Programa corriendo desde navegador